AMPLITUDE

DAVID BOWIE

blink-182

P!NK

P.O.D.

RUN-DMC

garbage

QUARASHI

TEEN
T
CONTENT RATED BY
ESRB

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY stop playing and consult your physician.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:
Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:
The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or MEMORY CARD slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Amplitude Tips and Hints

PlayStation 2 Hint Line
Hints for all games produced by SCEA are available:
Within the U.S. 1-900-933-SONY (1-900-933-7669)
$0.95/min. auto hints, $5.00-$20.00 for card recharge. (All prices subject to change.)
Within Canada:1-900-451-5757 $1.50/min. auto hints

The automated support hint line is available 24 hours a day, 7 days a week. Live support is not available at this time. This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

Consumer Service/Technical Support
1-800-345-SONY (1-800-345-7669) Call this number for help with technical support, installation or general questions regarding the PlayStation 2 game console and its peripherals. Representatives are available Monday-Friday, Saturday 6AM-8PM PST, Sunday 7AM-6:30PM PST.

www.playstation.com – The official source for all things PlayStation
Our news is always hot! Visit our website and find out what's happening – new titles, new products and the latest information about the PlayStation 2 computer entertainment system.

TABLE OF CONTENTS

Getting Started 4
- Setting up Your PlayStation®2 System 4
- Memory Card (8MB) (for PlayStation®2) 4
- Multitap (for PlayStation®2) and Memory Cards (8MB) (for PlayStation®2) 5
- Multitap (for PlayStation®2) 5
- Audio 5
- Online Play 5

Controls 6
- Controller Diagram 6
- Menus 6
- Game Modes 6
- Remix Mode 7
- Virtual Keyboard For Chat and Data Entry 7
- Blasting the Notes 7

Let the Music Take Control 8

Main Menu 9
- Starting the Game on the Main Menu 9
- Solo 9
- Multiplayer 9
- Game 9
- Duel 9
- Remix 9
- Online 9
- Options 10
- Game Setting 10
- Memory Card (8MB) (for PlayStation®2) 10

The FreQ 11
- FreQ Creation in FreQmaker 11
- Prefab FreQ 11
- Random FreQ 11
- Name that FreQ 11
- Custom 12
- Saving a FreQ Campaign to a Memory Card (8MB) (for PlayStation®2) 12
- Select a FreQ 13

Controller Configuration 13

Playing Game Mode 14
- Difficulty Levels 14
- Game Mode Screen 15
- Completing a Section 17
- Energy Bonuses 17
- Metroticks 17
- Arena Selection 17
- Training 18
- Unlocking Game Features 18
- Select Song Screen 19

The Pause Menu 19

Game Mode Powerup Notes 20
- Solo, Multiplayer and Online Powerups 20

Solo Game Mode Results Screen 22
- Player Stats 22
- Results Screen Menu 22
- Winning Solo Game Mode 23

Mutiplayer Game Mode 24
- Multiplayer Game Mode Screen 24
- Playing Multiplayer Game Mode 25
- Multiplayer Powerups 25
- Multiplayer Game Mode Results Screen 25

Duel Mode 26
- Pitching the Notes 26
- Matching the Notes 26

The Remix Mode Screen 27
- Sections Panel 27
- Track Type 27
- Effects Panel 27

Playing Remix Mode 27
- Remix Training 28
- Set Up For a New Solo Mode Remix 28
- Lay Down the Notes 28
- Switching Tracks 28
- Overdubbing 28
- Erasing Notes From a Track 28
- Adding Effects 29
- Playback Mode With Freestyle 30
- Remix Ratings 30
- Saving Your New Remix 30
- Modifying a Saved Remix 30
- Multiplayer Remix Mode 31

Amplitude Online Play 32
- Requirements For Online Play 32
- Starting Up for Online Play 32
- Network Configuration Screen 32
- Getting Online 34
- Welcome Screen 35
- Online Chat 36
- Online Player Stats 36
- The Lobby 37
- The Launchpad 40
- Online Gameplay 42

The Online Remix Repository 43
- Uploading 43
- Downloading 43

The Soundtrack 44
- Soundtrack Play Options 44

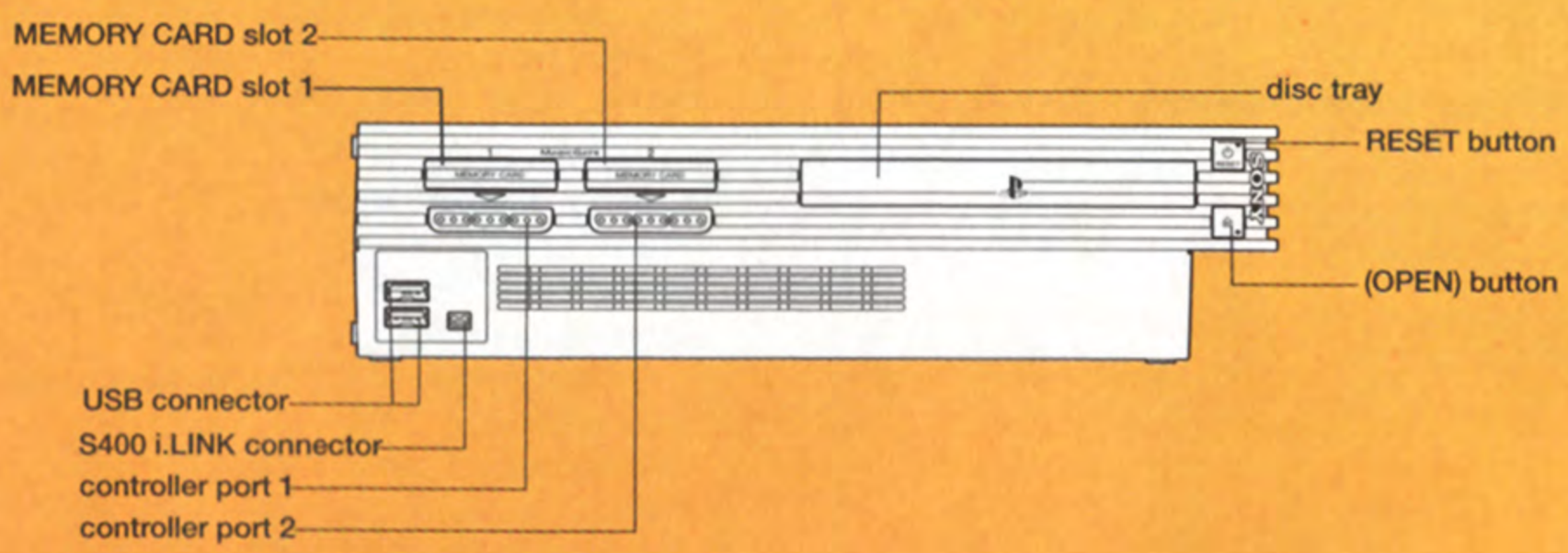
Gameplay Tips 44

Credits 45
- Sony Computer Entertainment America 45
- Harmonix Music Systems, Inc. 46
- Amplitude Music Credits 47

GETTING STARTED

SETTING UP YOUR PLAYSTATION®2 SYSTEM

Set up your PlayStation 2 computer entertainment system according to the instructions in the manual. Make sure the MAIN POWER switch (located in the back of the console) is turned ON. Press the RESET button. When the power indicator turns green, press the OPEN button and the disc tray will open. Place the **Amplitude** disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach a game controller and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.



MEMORY CARD (8MB) (FOR PLAYSTATION®2)

To save game settings and progress, insert a Memory Card (8MB) (for PlayStation®2) into Memory Card slot 1 of your PlayStation 2 computer entertainment system. You can load saved game data from the same card, or any Memory Card (8MB) (for PlayStation®2) containing previously saved Amplitude games.

- Use Memory Card slot 1 for Solo and Online play.
- To copy game data from one Memory Card (8MB) (for PlayStation®2) to the other, use Memory Card slots 1 and 2.
- 72 kb of free space is required to save Amplitude game data.
- For Online play, the Memory Card (8MB) (for PlayStation®2) must contain a valid Network Configuration. (See “Online Play” in this section.)

GETTING STARTED

MULTITAP (FOR PLAYSTATION®2) AND MEMORY CARDS (8MB) (FOR PLAYSTATION®2)

In Multiplayer mode, you may use Memory Card slots 1 and 2 for 2-player games. For 3 and 4 player games use the Multitap in controller port 1 and insert up to four memory cards in Memory Card slots 1-A, 1-B, 1-C and 1-D.

MULTITAP (FOR PLAYSTATION®2)

For a 3 or 4 player game, use a Multitap (sold separately). Each player will need a controller. Connect the Multitap to controller port 1 of the PlayStation®2 computer entertainment system. Then connect the controllers to the controller ports on the side of the Multitap. You cannot use the Multitap in Controller Port 2. When the Multitap (for PlayStation®2) is connected to Controller Port 1, you cannot connect a controller to Controller Port 2.

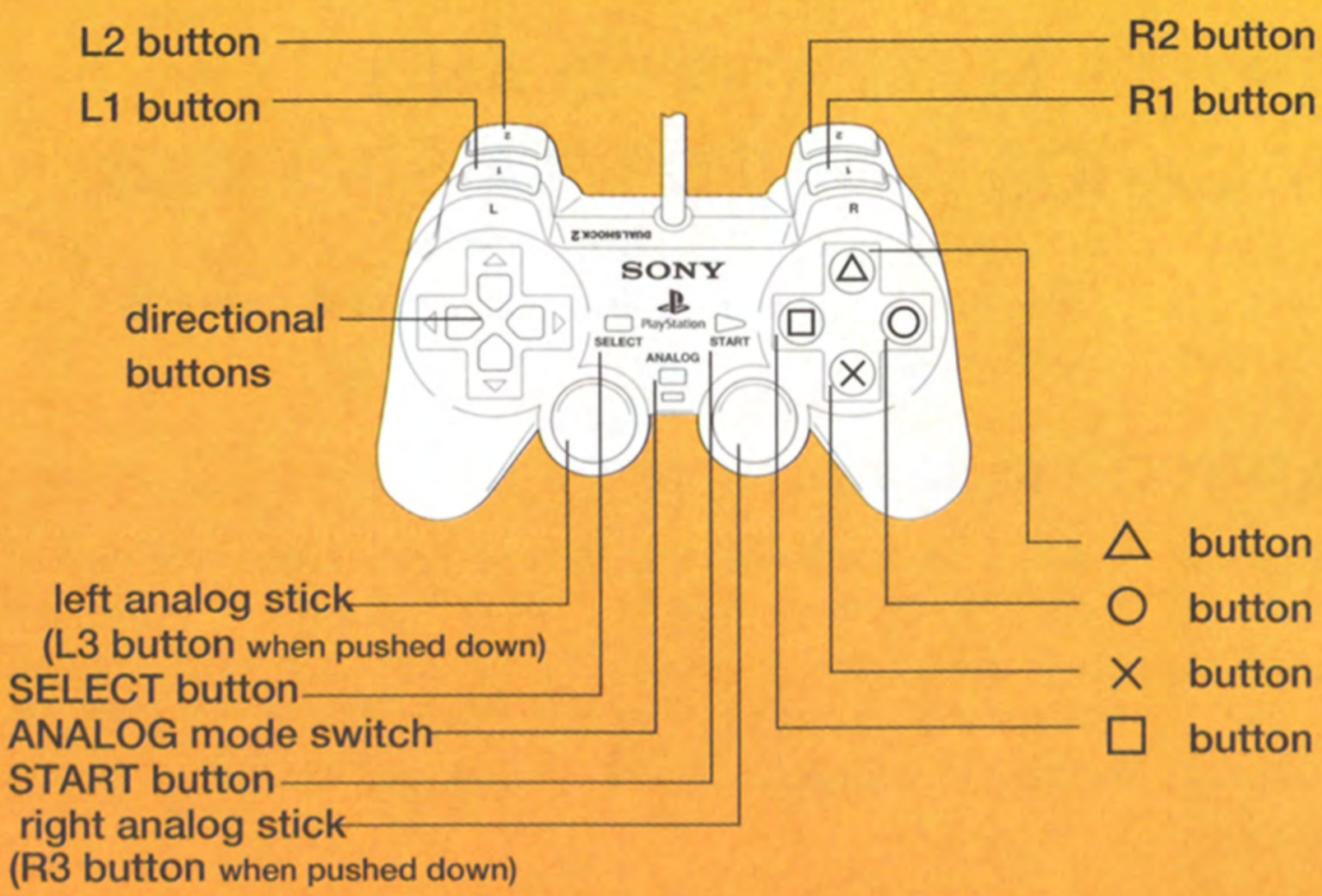
AUDIO

Amplitude produces high quality audio. To get the most out of the game, hook up a stereo system to your television or use headphones connected to your television.

ONLINE PLAY

To play Amplitude online you must have a Network Adaptor (Ethernet/modem) (for PlayStation®2) installed on your PlayStation 2 computer entertainment system and an internet connection through a broadband or 56K dial-up account. Install the Network Adaptor (Ethernet/modem) (for PlayStation®2) according to the instructions in its manual. A Memory Card (8MB) (for PlayStation®2) with a valid Network Configuration must be inserted into Memory Card slot 1 before starting up Amplitude to play online. If you are using a Multitap (for PlayStation®2), a Memory Card (8MB) (for PlayStation®2) with a valid Network Configuration must be inserted into Memory Card slot 1-A.

CONTROLS



MENUS

• Start/Pause game	START button
• Select menu item	left analog stick or directional button
• Confirm selection	⊗ button
• Change highlighted panel	left analog stick or directional button or ⊗ button
• Toggle menu setting	left analog stick or directional buttons ⬅/➡
• Back to previous menu/screen	△ button
• Display Virtual Keyboard	○ button
• Refresh memory card on memory card screen	○ button

GAME MODES

• Switch tracks	left analog stick or directional buttons ⬅/➡
• Blast left note	L1 or □ button
• Blast center note	R1 or △ button
• Blast right note	R2 or ○ button
• Toggle camera view	SELECT button
• Deploy powerup	⊗ button
• Pause/Exit Game	START button

CONTROLS

REMIX MODE

• Move to another section	left analog stick or directional buttons ⬆/⬇
• Switch track	left analog stick or directional buttons ⬅/➡
• Create left note	L1 or □ button
• Create center note	R1 or △ button
• Create right note	R2 or ○ button
• Erase current bar	✕ button
• Erase whole track	Tap ✕ button twice
• Select Effect Panel option	right analog stick ⬆/⬇
• Toggle effect ON/OFF or View effect options	R3 button (press right analog stick down like a button)
• Playback	SELECT button

VIRTUAL KEYBOARD FOR CHAT AND DATA ENTRY

• Open Virtual Keyboard for chat	○ button
• Select character	left analog stick or directional button
• Enter character	✕ button
• Enter space	□ button
• Backspace	L2 button
• Transmit chat message/ close virtual keyboard	○ button
• Back to previous screen	△ button
• Shift	R2 button
• Move cursor	L1 button/ R1 button

Note: You can use a USB keyboard for chat and data entry. Insert the USB keyboard connector into one of the USB ports on the front left side of your PlayStation 2 computer entertainment system. With the USB keyboard attached you do not have to open the virtual keyboard for chat. Type in your chat message and press the ENTER key to transmit it.

BLASTING THE NOTES

When the music is streaming by, your fingers better be dancing as fast as they can! Most people think the quickest way to blast notes as they pass under the Beat Blaster is with the L1, R1 and R2 buttons. We'll show you the best methods:

METHOD 1

• Left note	L1
• Center note	R1
• Right note	R2

METHOD 2

• Left note	□ button
• Center note	R1
• Right note	R2

METHOD 3

• Left note	□ button
• Center note	△ button
• Right note	○ button

LET THE MUSIC TAKE CONTROL

Welcome to the world of **Amplitude**. Here the Net's best and brightest (and loudest) have come to prove their skills in the ultimate musical competition. Load up your Beat Blaster and launch down a six-track musical datascape fueled by surging rhythms. Each track is a different instrument of the song: drums, bass, vocals, guitar, FX, and synthesizers. Blast the note capsules to release the sonic energy inside! The more complex the song, the more furiously you have to work. Do you have what it takes to keep the beat alive? Only the fast-fingered will survive!

Game mode challenges you with four difficulty levels played out in five pulsing arenas. There are a total of 25 songs if you are insane enough to unlock them all. In Remix mode, rearrange your favorite songs to suit your style. You can even play your remixes locally for Game mode competition or share them via Amplitude Online. In Multiplayer Remix mode, up to four mixers can team up to create a slammin' new mix together.

Multiplayer Game mode really unleashes Amplitude's competitive spirit. Up to four players scream through a song blasting notes (and opponents too). In 2-player Duel mode, each player lays down note patterns that the other must match during a feverish musical showdown.

Amplitude Online makes the Internet sing as up to four players clash in the demanding sport of musical competition or pursue the pure enjoyment of remixing songs. Log in and join a game, or host your own with a remixed track you created. Use the Chat feature to keep in touch with other online players or hurl taunts at the competition.

Want others to experience your greatest remix hit? Upload your creation to the Online Remix Repository loaded with tons of remixes submitted by players nationwide. You can even download remixes and play them as games!

Turn down the lights, turn up the bass, and strap yourself in. Amplitude will blow your mind!

MAIN MENU

STARTING THE GAME ON THE MAIN MENU

1. Press the START button on the Title screen to display the Main Menu.

2. On the Main Menu press the left analog stick or directional buttons ⬆/⬇ to make a selection and press the ⊗ button.

SOLO

One player competes to unlock all the songs and rack up the most points in Game or creates custom remixes in Remix mode.

MULTIPLAYER

Up to four players meet in competition or collaboration.

GAME

Two to four players compete in Game mode.

DUEL

One player lays down note phrases that the other must match in this 2-player showdown.

REMIX

Up to four players work together creating remixes.

ONLINE

Get online and go huge playing all the Amplitude play modes nationwide with up to three other FreQs at a time. Online rankings for every player let you know who's hot and who's a pushover. Join insane games, mellow games, or games featuring your favorite song. Host your own game and have it any way you want it. Collaborate with others for Multiplayer Remix sessions. You can even upload your own remixes for the enjoyment of others or download remixes for offline Game mode play. Songs are stored in the Online Remix Repository, a huge remix bank for online sharing.

MAIN MENU

OPTIONS

Press the left analog stick or directional buttons ⬆/⬇ to select a setting and ⬅/➡ to change it.

GAME SETTINGS

Make setup decisions that apply to all game modes and are saved to the Memory Card (8MB) (for PlayStation®2).

Audio – Set sound to MONO, STEREO, or DOLBY® PROLOGIC® II.

In-Game FreQ Size – Choose the size of your FreQ displayed on the game screen during Solo play. Select SMALL, LARGE, or HIDDEN if you don't want to see it.

In-Game Help Text – Turn Help Text ON/OFF.

Vibration – Turn the Vibration function for DUALSHOCK 2 analog controllers ON/OFF.

MEMORY CARD (8MB) (FOR PLAYSTATION®2)

Select this to copy or delete saved FreQ campaigns or remix files from one Memory Card (8MB) (for PlayStation®2) to the other.

Note: To copy a file you must have Memory Cards inserted in Memory Card slots 1 & 2 of your PlayStation 2 console. In addition, you can have Memory Cards inserted in Multitap slots 1A and 1B for copy and delete functions. Memory Cards in slots 1C or 1D (using the Multitap) cannot be accessed for copying or deleting.

1. Press the left analog stick or directional buttons ⬅/➡ to select the Memory Card slot containing the files you want to copy or delete.
2. Select FREQS or REMIXES and press the ⊗ button to display the saved files on the memory card selected.
3. Press the left analog stick or directional buttons ⬆/⬇ to select the file you want to copy or delete.

- Press the ▣ button to delete the file from the Memory Card (8MB) (for PlayStation®2).
- Press the ◉ button to copy the selected file to the other Memory Card (8MB) (for PlayStation®2).

Note: Some files may be copied as "Read Only" files. These remix files may be loaded as a remix or a custom game. However, in Remix mode they will be played in Playback mode only, and may not be remixed.

CREDITS

Meet the creators of Amplitude.

THE FREQ

The FreQ is your alter ego in game mode, your Online avatar, and represents the specific Game mode campaign you are playing. During play, you can see the FreQ you created or selected on-screen. Before starting a Solo game for the first time you must create a FreQ.

After selecting SOLO on the Main Menu, select CREATE NEW FREQ on the Select a FreQ screen to create your first FreQ and start playing Game mode.

FREQ CREATION IN FREQMAKER

To be a FreQ you have to look the part. Create a whole new FreQ in the FreQmaker or choose from one of our fine prefab FreQs. Each FreQ you create or select is for a specific FreQ campaign. A campaign is your saved progress toward completing the game in Solo mode. Each time you create a new FreQ, you are creating a whole new campaign. On the FreQ screen, select CREATE NEW FREQ and press the ⊗ button. Highlight the option you want and press the ⊗ button.

Note: In Solo Game mode, you will unlock new prefab FreQs and bonus FreQ parts as you progress through a campaign. To locate, view and use the new parts, select EDIT on the Select a FreQ Screen, and CUSTOM on the FreQmaker screen.

PREFAB FREQ

With PREFABS selected, press the left analog stick or directional buttons ⬅/➡ to select a prefab FreQ. Press the ⊗ button when you see one that fits your style.

RANDOM FREQ

Press the ⊗ button and Amplitude will invent a FreQ for you.

NAME THAT FREQ

Whether your FreQ is custom, prefab or random, a name will help you when deciding which saved FreQ campaign you want to play. Select NAME and press the ⊗ button to open the Virtual Keyboard or use a USB keyboard. The name you create will also be used for that specific campaign.

Note: Once your FreQ name has been used to create an account for Amplitude Online, its name becomes locked and cannot be changed during Online or offline gameplay.

CUSTOM

FreQmaker lets you create a FreQ with your own visual style.

Note: To be complete, your FreQ must have a head, torso, arms, and legs.

1. Select CUSTOM on the FreQmaker Screen to go to the CUSTOM Menu.
2. Press the left analog stick or directional buttons ⬆/⬇ to select a feature and press the ⊗ button.
3. Press the left analog stick or directional buttons ⬅/➡ to scroll through the feature options.
4. Make color decisions for any feature. Select COLOR, SATURATION, or BRIGHTNESS and press the left analog stick or directional buttons ⬅/ ➡ to make color corrections while previewing the changes in the image box on the right.
5. Select DONE and press the ⊗ button to return to the FreQmaker Screen for naming and saving your FreQ.

If you decide you want to create a FreQ from scratch, select CLEAR ALL.

Note: Unlock more FreQ parts when you beat boss and bonus songs in each arena at each difficulty.

SAVING A FREQ CAMPAIGN TO A MEMORY CARD (8MB) (FOR PLAYSTATION®2)

Note: A Memory Card (8 MB) (for PlayStation®2) must be inserted in Memory Card slot 1 of your PlayStation 2 console in order to save or load game data.

Once you have created and named your FreQ, select SAVE on the FreQmaker screen and press the ⊗ button to create a FreQ campaign. Each FreQ you create will start a whole new campaign. When you save your FreQ you are creating a file where information on that FreQ and all campaign data specific to that FreQ will be stored. You can save up to eight FreQ campaigns to one memory card.

A saved FreQ campaign will contain:

- Your FreQ and his/her/its name
- Your controller configuration
- Campaign progress including: level of access at each difficulty level you have competed, Powerups available, FreQ parts available, Soundtrack songs unlocked, Remix tracks unlocked, and Multiplayer games unlocked (including Duel mode)
- High scores for each completed level at every difficulty level
- Online account info

SELECT A FREQ

SAVING GAME PROGRESS

Amplitude auto-saves Game mode progress for each FreQ campaign you create.

CONFIRMING YOUR FREQ

When you select SOLO or ONLINE, the Select a FreQ screen will appear. From this screen you can confirm that you want to play with the currently selected FreQ, edit this FreQ, create a whole new FreQ, or load a different one.

KEEP THE CURRENT FREQ

Look at the FreQ name next to the word SELECT. It is your most recently played FreQ campaign. If you want to keep playing with it, just press the ⊗ button.

EDIT THE CURRENT FREQ

You can change your FreQ's looks and he/she/it will remain the representative of your current campaign. To edit your FreQ, select EDIT and proceed as if you were making a whole new FreQ. Make sure you save your changes.

- You can edit your FreQ in the FreQmaker before beginning a Solo Game.
- You can open the FreQmaker prior to going online and after you disconnect from Amplitude Online.

Note: Once you go online with a FreQ campaign, you will not be able to edit the name of the FreQ.

CREATE NEW FREQ

Make a whole new FreQ campaign.

LOAD OTHER FREQ

Start playing a different saved FreQ campaign.

CONTROLLER CONFIGURATION

You can configure your controller after creating or selecting a FreQ campaign during Solo mode play. When the Solo mode screen appears, select CONTROLLER CONFIG. You can also open the Controller Config screen from the Pause menu in Solo Game mode.

1. Press the left analog stick or directional buttons ↑/↓ to select a button control.
2. Press the left analog stick or directional buttons ←/→ to select a new button for the control.
3. When you have completed making changes, select SAVE and press the ⊗ button to save your custom configuration to your Memory Card (8MB) (for PlayStation®2).

Note: You must assign a button to every control before saving your configuration.

PLAYING GAME MODE

In Game mode you turn on separate tracks of a song by blasting sequences of notes along each track with your Beat Blaster. Each note looks like a gem. Once a track is turned on you can hear it. You then switch to another track and attempt to turn on that one. Each song is separated into sections. To win a song, you must complete all sections by keeping your energy level up until you reach the end of the song. The effort to complete the whole game in Solo Game mode is called a Campaign.

Note: Check out the Basic Training Program by selecting the Training Arena on the Arena Select screen.

DIFFICULTY LEVELS

With each increase in difficulty, the notes required to turn on a song track increase in number. A song you could cruise through in Normal level may seem impossible when played in Brutal level.

MELLOW

You should try this level first. There are enough notes to make it fun but not frantic. You can reach 23 of the Amplitude songs from here.

NORMAL

Normal difficulty amps up the challenge and will make you sweat in the later arenas. Try for 24 songs at this level.

BRUTAL

The notes required to blast each sequence become wildly numerous and complex. If you can make it to the 25th song, you're one tough musical athlete.

INSANE

Make it out of here and you are one dangerous FreQ! To win the whole game by nailing all 25 songs, you'd have to go crazy.

CUSTOM

Select this when you want to play remixes as game levels. These include your own remixes, as well as remixes you have downloaded from the Online Remix Repository or received from other online FreQs.

The Load Remix screen will appear when you select CUSTOM. Press the left analog stick or directional buttons ⬆/⬇ to select a remix. View the difficulty for the selected remix in the data panel. When you press the ⊗ button, the selected remix will load for Solo, Multiplayer, or Online games.

PLAYING GAME MODE

GAME MODE SCREEN

BEAT BLASTER

The Beat Blaster fires from three positions: left, center, and right. Each note is positioned at the left, center, or right side of a track. Press the button that corresponds to the position of the note capsule.

See "Blasting the Notes" in the Controls section on page 7 for blasting methods.

NOTE PHRASE, CONNECTOR, AND PHRASE FINDER

A note phrase is a group of notes along a track connected by a note connector. Each note phrase has a frame around it called a Phrase Finder. You must hit all the connected notes in a phrase without missing to turn on a song track and score points.

TRACK

A song is made up of as many as six tracks. To blast the notes on a track it must be positioned in the center of the screen. Active tracks are bordered by a green outline called the Phrase Finder. Switch tracks by pressing the left analog stick or directional buttons ⬅/➡.

Note: In Multiplayer games your Phrase Finder and active Track Panels are color-coded to your player color.

TRACK TYPE

An instrument label at the bottom of your game screen displays the type of track you are currently blasting. It may be drums, synthesizer, vocals, FX, bass, or guitar. Each instrument track panel has its own color in all modes except for Multiplayer and Online Games.

PLAYING GAME MODE

SCORE VALUE

This is the points possible IF you blast the upcoming Note Phrase. More complex phrase patterns will have a higher score value.

STREAK SCORE MULTIPLIER

To get a streak going, blast track after track without missing any note capsules. Start by successfully blasting one Note Phrase. Then quickly move to the next track with the Score Multiplier Arrow floating above it. Successfully blast that track to continue the streak. The actual multiplier will appear above the arrow. For example: If you have just completed a streak of three phrases, the Score Multiplier Arrow over the next phrase will display the number "4". Complete this fourth note phrase and your score will be multiplied by four. To score a streak you have to blast at least two successive Note Phrases.

SCORE

This is your total score for the current song. Each time you blast a complete Note Phrase you earn points.

ENERGY METER

This shows your energy level. Watch it carefully. Run out of energy and the game is over. The more tracks you blast, the fuller and greener the energy meter. When it changes to yellow, you are losing power. A red meter is critically low. When you are critically low on energy, an exclamation symbol appears to warn you to crank out the notes or lose the game.

SONG PROGRESS METER

Look here to see your progress through the song. Each section of the song is marked on the meter.

POWERUP INVENTORY

Blast Powerup Note Phrases to collect a powerup. A powerup appears in the Powerup Inventory under your FreQ. Press the ⊗ button to use the powerup. You can carry only one powerup at a time, so use it before blasting another Powerup Note Phrase, or it will replace the one you have. Use powerups strategically by choosing just the right time and track to fire them.

See "Game Mode Powerup Notes" on page 20 to learn the uses of each powerup.

PLAYING GAME MODE

COMPLETING A SECTION

Each song is divided into sections. You must complete all sections to win a song. When you complete a section in Mellow, Normal, and Brutal games, a prompt displays the section number that you are entering. Insane mode is different. There are no section pauses. The song plays from beginning to end with no energy bonuses!

ENERGY BONUSES

Complete a section and win an energy bonus (except during Insane play). Whatever state your energy meter is in, more energy will be added at the completion of a section.

METROTICKS

If you are having trouble hitting the notes on a track, stop trying for a moment.. Inactivity will activate Metroticks. Now an audible tick will sound when you are supposed to hit a note. This helps you establish a rhythm for the current track.

ARENA SELECTION

Game mode play takes place in an arena. Select an available arena to view the featured songs for that arena. Each song is played along a different path in an arena. Check out your Arena Score and Bonus Unlock Score at the bottom of the Artists panel. By beating the Bonus Unlock Score, you unlock the Bonus Song for the current arena. Arenas increase in difficulty as you progress through the campaign.

Note: An arena must be unlocked before you can play it. If this is your first game, select TRAINING. You must pass Basic Training to unlock the first Game Mode arena. See "Unlocking Game Features" on page 18.

PLAYING GAME MODE

TRAINING

You'll get great tutorials on how to play Game and Remix modes and leave with a whole new head for the music. Just listen to the instructions and watch the on-screen prompts.

- Basic Training shows you how to move from track to track and blast notes.
- Advanced Concepts Training gives you a great tutorial on powerup notes and jacking up your score.
- Remix Training teaches you how to create your own musical mixes and custom levels.

Note: You can practice a song during Game mode play by pressing the ▣ button with the Select Song screen displayed.

UNLOCKING GAME FEATURES

Progress through a Solo Game campaign to unlock game features in the Solo Game, Remix mode, Multiplayer, and Online modes.

ADD A SONG TO THE SOUNDTRACK

Beat a new song and it becomes playable in the Soundtrack.

NEW ARENA

Beat all of the basic songs in an arena to unlock the Boss Song. Beat the Boss Song to unlock the next arena.

ADD SONGS TO OTHER MODES

Every time you unlock an arena, its basic songs become available in Multiplayer mode games and Remix mode. Unlock a boss or bonus song and it becomes available in the other modes too.

BONUS SONG

Beat the Boss song and the Bonus Unlock Score for an arena to unlock its Bonus Song.

PREFAB FREQS AND FREQ PARTS

Beat Bonus and Boss Songs to unlock new Prefab FreQs and new FreQ parts. When you edit your FreQ (for the current campaign), you can add the new FreQ parts or select a new prefab.

POWERUPS

The Autoblaster is available in all the songs in the first arena. Additional powerups will appear in later arenas.

PLAYING GAME MODE

SELECT SONG SCREEN

After you select an arena, select one of the artists and view the song you will play for the upcoming game. On this screen press the ◉ button to toggle between the band image and the band bio. Additional songs are unlocked by progressing through a Solo Game campaign.

- Locked songs will appear in pink text, unlocked songs in white text and songs you have beaten in blue text.
- Notice that your high score for each song beaten is next to the artist name.
- Next to your high score is your Score Meter that reflects how good your score is.
  1 green bar = play again to build your score.
  2 green bars = on par to unlock the Bonus Song.
  3 green bars = awesome score.
- As you press the left analog stick or directional buttons ⬆/⬇ to select each song, you can hear a sample.

PRACTICE

Press the ▣ button to take a musical dry run through the whole tune before trying to beat it in real competition. There is no loss of energy during practice, so you can move through the whole song. You cannot unlock any game features during a practice run.

THE PAUSE MENU

Press the START button to pause during gameplay. Press the left analog stick or directional buttons ⬆/⬇ to select a menu option and press the ⊗ button. Pause options vary depending on the mode of play.

Note: Controller Config and Game Settings are not accessible from the Pause Menu in Multiplayer or Online.

GAME MODE POWERUP NOTES

Grab powerup notes in the same way you blast musical note capsules. To use a powerup, press the ⊗ button. You hold only one powerup at a time. Grabbing a new one discards the old one. More powerup types are unlocked as you progress through a campaign.

SOLO, MULTIPLAYER, AND ONLINE POWERUPS

These Powerups appear in all the Game modes:

AUTOBLASTER

Autoblaster turns on the current track and gives you its points with the press of the ⊗ button. In Multiplayer Game mode you can use Autoblaster to activate a track controlled by another player - stealing his points in the bargain.

FREESTYLER

Activate the Freestyler powerup and lift off the tracks to create your own music while scoring a super bonus!

- Hold down the L1, R1, or R2 buttons while in the air to rack up points.
- Use the left analog stick to change the Freestyle sound and explore the arena.
- Use the Freestyler with your Streak Multiplier to nail extreme scores!

SCORE DOUBLER

Your score for the next eight bars of completed notes is doubled.

SOLO AND MULTIPLAYER POWERUP ONLY

SLO MO

The song slows and so does your motion, giving you easy shots at the notes. Use this one on complex note phrases. When you activate Slo Mo during Multiplayer Game mode, the song slows down for all players.

The Slo Mo Powerup is not available online.

GAME MODE POWERUP NOTES

MULTIPLAYER AND ONLINE POWERUPS ONLY

These Powerups appear only in Multiplayer Game mode and Online Game mode.

BUMPER

While multiple players can ride the same track, only the one who gets there first can blast note phrases. Use Bumper to send your opponent's Beat Blaster careening off a track, allowing you to blast notes on the track. Bumper gives the added advantage of wrecking your opponent's sense of rhythm.

CRIPPLER

Use the Crippler on the track your opponent is riding. Swing over to the opponent's track and press the ⊗ button to unleash a huge pulse storm that screams down the track. Note capture becomes a nightmare as the victim attempts to capture notes while the whole track vibrates and ripples out of control.

SOLO GAME MODE RESULTS SCREEN

When you clear a song, check out the Player Stats and select an option.

PLAYER STATS

SCORE

View your score for the current song. Compare this to the HI SCORE in a previous attempt to see how you performed.

SCORE METER

This meter rates your score with 1-3 green bars. It indicates if you are on par to unlock the Bonus song in the current arena.

TRACKS TURNED ON

This is the percentage of phrases you blasted in the current song. Compare this to the HIGH percentage in a previous attempt to see how you performed.

FULL MIX

This is the number of consecutive bars played with all song tracks activated. Compare this to HIGH in a previous attempt.

HOTTEST STREAK

The hottest streak is how many note sequences you nailed in a row.

RESULTS SCREEN MENU

From the Results Screen, you may CONTINUE to the next song, PLAY AGAIN, PRACTICE the same song, EXIT, or FREESTYLE, if you win.

Note: Practice mode is great for learning to blast difficult note patterns. Your energy doesn't drain, so you can keep at it until the end of the song.

SOLO GAME MODE RESULTS SCREEN

FREESTYLE

Beat a song and you win access to Freestyle mode. Hold down the L1, R1 or R2 buttons (or ○, △ and □ buttons) to generate a stream of notes. Use the left analog stick to tweak the sound produced by each button and explore the arena. There are two kinds of Freestyle modes: Axe and Scratcher. Each song supports one or the other mode, but not both. The left analog stick works differently for each mode.

SCRATCHER

Moving the left analog stick ↑/↓ changes the pitch of the scratch sounds. Move ← to scratch slow, and → to scratch fast. Push the L3 button to generate a musical sample.

AXE

Moving the left analog stick ↑/↓ will open and close the filter, which changes the character of the sound. Moving the stick ←/→ changes the pitch of the notes from low to high.

WINNING SOLO GAME MODE

To win the game at any difficulty level, complete every basic and boss song in every arena.

MULTIPLAYER GAME MODE

In Multiplayer Game mode up to four players ride the song tracks capturing note phrases for highest score. While frantically blasting each note, you have the added task of knocking other players off tracks or making their note blasting efforts as difficult as possible.

Note: 3 or 4-player games require Multitap (for PlayStation®2) (sold separately). Insert the Multitap (for PlayStation®2) only in Memory Card slot 1.

MULTIPLAYER GAME MODE SCREEN

LEADER

The FreQ in the lead always appears in the Leader panel with player color displayed at the bottom of the panel.

SCORE

- The score for each player is displayed in a colored panel.
- At the end of a section a score meter appears for each player. The player with the longest meter reading is the point leader.

SONG PROGRESS METER

Look here to see your progress through the song. Each section of the song is marked on the meter.

MULTIPLAYER STREAK SCORE MULTIPLIER

Keep up your streak multiplier to gain lots of points. When you have a streak multiplier going, your Beat Blaster shimmers. Scoring for streaks works the same as for Solo Game mode except that no arrow points to the track for continuing a streak.

MULTIPLAYER GAME MODE

MULTIPLAYER POWERUP INVENTORY

Blast Powerup Note Phrases to collect a powerup. See "Game Mode Screen" on page 15.

PLAYER COLORS

Identify who you are on-screen by knowing your Beat Blaster color. Your Phrase Finder, Connector line, and Active Track Panel are also color-coded to your player color.

Player 1 – Green	Player 3 – Red
Player 2 – Purple	Player 4 – Yellow

PLAYING MULTIPLAYER GAME MODE

To set up a Multiplayer game:

1. On the Main Menu select MULTIPLAYER. Then select GAME.
2. Select the number of players.
3. Select a FreQ by pressing the left analog stick or directional buttons ⬅/➡ and pressing the ⊗ button.
4. Select a difficulty level or select CUSTOM to load a remix for play. Don't forget to check out GAME TIPS here too!
5. Select an Arena and then a Song. Access to songs is determined by the best campaign of the FreQs selected to play.
6. Select powerup distribution. HIGH loads up the game with powerups. LOW limits the assortment.

- Note and powerup blasting rules are the same as for Solo Game mode.
- The object of the game is to win the most points. The game is over at the end of the song.
- All players have full energy throughout the song, so don't worry about running out.
- One player controls a track at a time. The first player to arrive on a track is in front and the only one who can blast note phrases. If you try to blast notes on an occupied track, an alert will appear telling you to move to another track.
- Active tracks are color-coded to denote player color, not instrument type.

MULTIPLAYER POWERUPS

Use all the powerups from Solo Game mode plus Multiplayer powerups designed to attack your opponents. See "Game Mode Powerup Notes" on page 20 to learn about each powerup.

MULTIPLAYER GAME MODE RESULTS SCREEN

At the finish of a Multiplayer Game each player's final score appears. When you are ready to clear the screen, select either EXIT to return to the Select Song screen or PLAY AGAIN to start the selected song over.

DUEL MODE

Two players battle it out by pitching note capsules that the other must blast. Each time a player blasts the pitcher's complete note phrase, he or she scores one letter of the word AMPLITUDE. Miss and the letter goes to the pitcher. The first player to get all the letters wins the duel. Tracks of the selected song appear one at a time.

TO START UP A DUEL:

1. Select MULTIPLAYER on the Main Menu.
2. Select a FreQ by pressing the left analog stick or directional buttons ⬅/➡ and pressing the ⊗ button.
3. Select a difficulty level or select DUEL TIPS for some pointers.
4. On the Duel Select Song screen make a song selection and the duel begins.

PITCHING THE NOTES

When the words "Create Phrase" flash on your side of the screen, it's time to start pitching. Player 1 gets first shot at pitching notes. The pitching player lays down notes based on the target pattern that appears on the track. The pattern of note targets differs depending on your Duel mode difficulty selection.

MATCHING THE NOTES

Once your opponent has pitched the notes, you match the pattern by blasting them just like you would in Game mode. If you match all the notes you win a letter. If you miss the pattern, your opponent gets the letter.

EASY

In Easy, target markers are three abreast along the track making it easier to pitch notes without missing. There is no penalty for missing.

PATTERN PLAY

Pattern play makes it tough for the pitcher by changing the pattern of the target markers. If you pitch a note and miss a target marker, you are penalized by losing the ability to play any notes for the following beat. This makes it harder to pitch difficult patterns at your opponent.

FREE-FOR-ALL

There are no note patterns. You can pitch notes wherever you want to drive your opponent nuts. Just remember that payback time is coming fast.

THE REMIX MODE SCREEN

SECTIONS PANEL

EFFECTS PANEL

TRACK TYPE

SECTIONS PANEL

The song is divided into sections containing the verses and choruses for a song and a break. To change sections, press the directional buttons ⬆/⬇.

TRACK TYPE

The FreQ plays the type of instrument you are remixing including drums, synthesizer, vocals, bass or guitar. The sound you create when pressing the note button will match the type of track you have selected. Each instrument track has a label at the bottom of the screen and is color-coded as well.

EFFECTS PANEL

Effects change the sound of the notes you lay down on a track. Select one of these by pressing the right analog stick ⬆/⬇. Then toggle the selected effect ON/OFF by pressing the R3 button (press the right analog stick in like a button). See "Adding Effects" on page 29 for more information on controlling each effect.

PLAYING REMIX MODE

Remix mode unleashes your musical creativity and sense of rhythm. Using Amplitude instruments and effects, you remix the songs in the game. The result is a musical collaboration between you and the original artists. In Remix mode, the blaster becomes an instrument to create notes on the track. Each song is divided into sections where you lay down notes for different instruments depending on which track you are riding. You can change the tempo of a song, add musical effects, or alter the vocals.

PLAYING REMIX MODE

Save your creations to a Memory Card (8 MB) (for PlayStation®2) and they can be:

- Played in Solo, Multiplayer, or Online Game mode as a custom game.
- Reloaded in Remix mode to edit your remix or run in Playback mode.
- Uploaded to the Amplitude Online Remix Repository for other FreQs to download and play.
- Shared with other online players from an online launchpad.

REMIX TRAINING

You must complete the Remix Training Program before you can proceed to remixing songs. The first time you play Solo Remix mode, select REMIX TRAINING to learn the ropes. Then you will be able to select NEW REMIX and get down to business.

SET UP FOR A NEW SOLO MODE REMIX

1. Select SOLO on the Main Menu.
2. Select CREATE A NEW FREQ or LOAD FREQ. Loading a saved FreQ campaign where you have unlocked several songs and artists during Solo Game mode will give you more songs to choose from.
3. Select TRAINING if you have not already done so. You can select NEW REMIX or LOAD REMIX if you have taken the training program.
4. Select a song/artist.
5. Select MODIFY ORIGINAL and tracks will appear displaying the original note capsules in BLUE. Your new note capsules will display in GREEN. Or select CREATE NEW and tracks will appear empty and ready for you to lay down your own notes and samples.

LAY DOWN THE NOTES

Use the L1, R1 or R2 buttons to lay down notes along the track. Even though you are placing note phrases instead of blasting them, review "Blasting the Notes" on page 7 for alternate button control methods. Each time you press a button, you lay down a piece of the song you selected for remixing.

SWITCHING TRACKS

Press the left analog stick or directional buttons ⬅/➡ to switch to a different track. Notice that you will be switching to a different instrument or vocal track.

OVERDUBBING

You can add sounds to a section you have already remixed. When the section loops back, create more sounds.

ERASING NOTES FROM A TRACK

- To erase a single note, play the note again as it passes under your Beat Blaster target.
- To erase the notes from one bar, press the ⊗ button.
- To erase the notes from the whole section, tap the ⊗ button twice.

PLAYING REMIX MODE

ADDING EFFECTS

Press the right analog stick ⬆/⬇ to select options in the effects panel. Press the R3 button to toggle effects ON/OFF or reveal more options for that effect.

- When you turn on the LOOP, CHORUS, STUTTER, DELAY, SOLO, or MUTE effect, it will pulsate. Press the R3 button again to remove the selected effect. It will stop pulsating.
- When you press the R3 button with BPM selected, an additional menu opens to allow you to change the tempo.

LOOP

If you want a note phrase you created to repeat itself, select this. The notes will play as an endless loop along the track.

BPM

Select this to change the beats per minute of a song. Press the R3 button. Press the right analog stick ⬆/⬇ to change beats per minute. Press the R3 button again to set your selected beats. The normal beats per minute for the selected song are displayed before you change the setting.

SOLO

The Solo effect shuts off the sound from all tracks except the selected track. Now you can create the remix for this track alone and listen to it without the distraction of hearing the other tracks. This effect does not appear in Multiplayer Remix mode.

MUTE

If you are on a Vocal track, the MUTE option is available. Press the R3 button to mute the Vocal track. Then move over to another track to work on your remix without hearing the vocals.

CHORUS

This creates a fuller sound that is best experienced on a stereo system. It works pretty well in mono, too.

STUTTER

This works best on percussion tracks. The stutter effect is created by quickly changing the volume of the track.

DELAY

Delay adds a repeating effect to your track.

PLAYING REMIX MODE

PLAYBACK MODE WITH FREESTYLE

When you want to check out your remix work, press the SELECT button to go into Playback mode. The song will start from the beginning. While it's playing back, you'll lift off into Freestyler, where you can play the Axe or Scratcher using the L1, R1, R2 buttons (or □, △, or ○ buttons) and left analog stick. Your freestyle music will not be added to the remix. Press the SELECT button to go back to remixing.

REMIX RATINGS

After you create a remix, it receives a difficulty rating. When you load this remix later it will carry a difficulty tag of Insane, Brutal, Normal, Mellow or Incomplete. An incomplete remix can be played as a remix and also shared online. But it cannot be played as a custom game. If you load a remix as a custom game during Online play or to the Online Remix Repository, players who view the remix will know how difficult it is to play.

SAVING YOUR NEW REMIX

When you are finished creating your new remix, press the START button and select QUIT to display the Remix Save screen. You can save up to 100 remixes to one memory card. If you do not want to save your remix, press the □ button to discard it.

To save your remix:

Enter a title using a USB keyboard or the Virtual Keyboard (○ button). Press the ⊗ button to save your remix to a memory card.

MODIFYING A SAVED REMIX

If you want to modify a saved remix:

1. Select LOAD REMIX from the Select Remix screen.
2. On the Load Remix screen, press the left analog stick or directional buttons ↑/↓ to select the saved remix you want to load and press the ⊗ button to open Remix mode.

PLAYING REMIX MODE

You can now change any part of your remix.

- The original notes you created display in BLUE.
- Your new additional notes appear in GREEN.

When you quit after modifying the remix you must give it a new name. The original remix and modified version will appear on the Load Remix screen.

Notes:
- Remixes marked as Read Only cannot be modified.
- In all modes, you may load remixes from MEMORY CARD slot 1 only.

MULTIPLAYER REMIX MODE

In Multiplayer Remix mode, all players collaborate to create a remix. Multiplayer is the same as Solo remixing with these exceptions:

- The Solo effect is not present during Multiplayer Remix play.
- The track colors denote instrument type, just as they do in Solo Remix (but unlike the Multiplayer Game mode.)
- Player 1 (Green) controls the BPM (beats per minute) effect.
- Player 1 (Green) may press the SELECT button to go into Playback mode and listen to the remix. During Multiplayer Remix Playback all controllers are inactive, and there is no freestyling or editing. Player 1 can press the SELECT button to return to active Remix mode.
- The procedure for saving a Multiplayer Remix is the same as for Solo Remix mode. See "Saving Your New Remix" on page 30.

Note: The "Modify Original" option is not available in Multiplayer and Online Remix modes.

To Start a Multiplayer Remix session:

1. Select MULTIPLAYER on the Main Menu. Then select REMIX.
2. Select the number of players.
3. Select a FreQ by pressing the left analog stick or directional buttons ⬅/➡ and pressing the ⊗ button.
4. Select NEW REMIX or LOAD REMIX (if you have a saved remix you want to use).

AMPLITUDE ONLINE PLAY

Online play connects you to FreQs across the nation for Game mode, Duel mode, and Remix mode play. You can join a game or host one of your own. You can even search for a specific kind of game based on game type, difficulty, and the song title you want. Swap remixes by uploading and downloading music using the Online Remix Repository or share files from online launchpads.

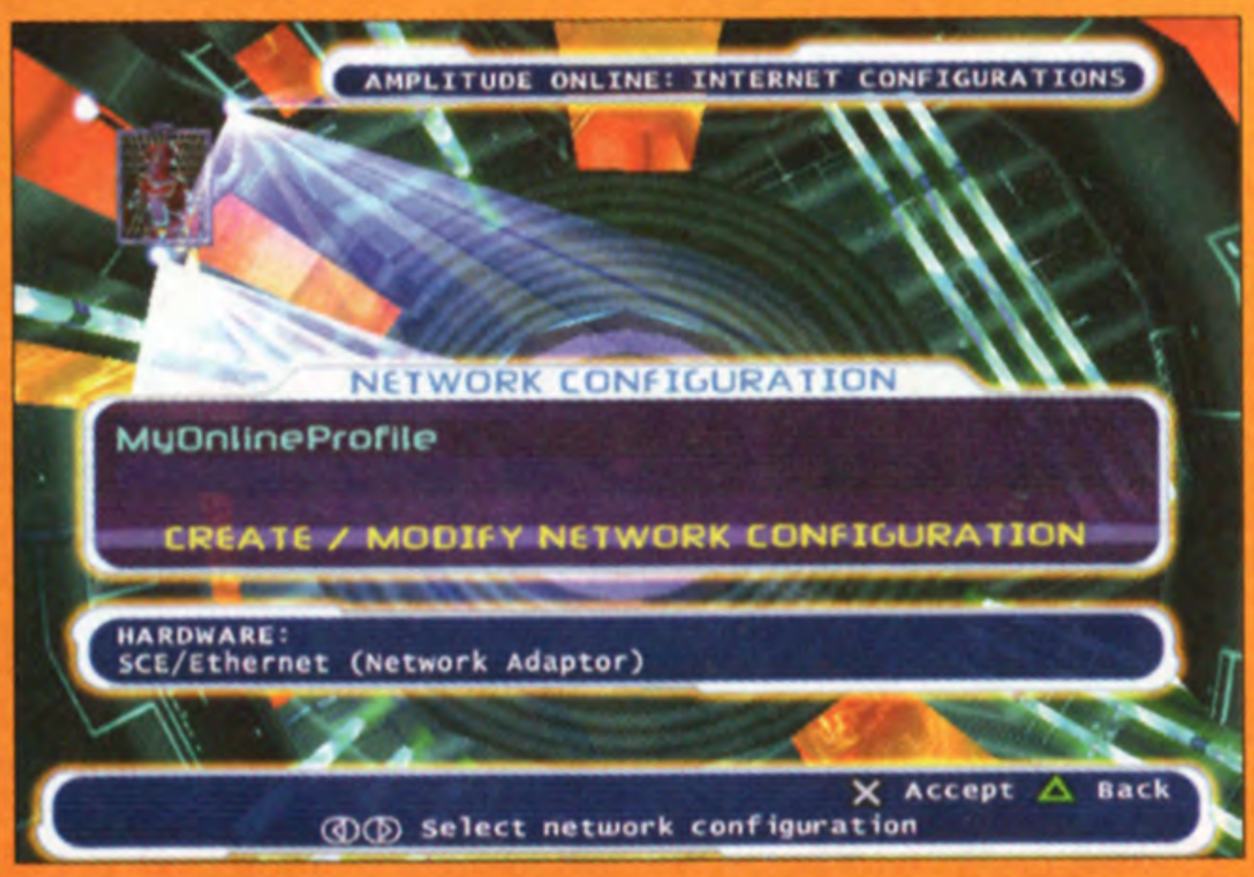
- The rules of play are the same as for Multiplayer games offline (with some exceptions) so you should be familiar with offline play before logging in.
- You will compete or collaborate with up to four players at a time.

REQUIREMENTS FOR ONLINE PLAY

- You must have an account with an ISP (internet service provider) running a 56K dial-up or broadband (cable modem or DSL) account.
- A Network Adaptor (Ethernet/modem) (for PlayStation®2) must be installed on your PlayStation 2 computer entertainment system.
- You must have a Memory Card (8MB) (for PlayStation®2) containing a valid Network Configuration inserted in Memory Card slot 1 of your PlayStation 2 computer entertainment system to play Amplitude Online.

STARTING UP FOR ONLINE PLAY

1. On the Main Menu, select Online to begin.
2. Confirm your FreQ selection. If the FreQ campaign you want to take online appears next to the word "SELECT" on the Select Your FreQ screen, press the ⊗ button to display the Network Configuration screen. You can also select EDIT, CREATE NEW FREQ, or LOAD OTHER FREQ. See "The FreQ" on page 11 to learn about creating a new FreQ. Proceed through the processes below.



NETWORK CONFIGURATION SCREEN

If you have one valid Network Configuration on your Memory Card (8MB) (for PlayStation®2) just press the ⊗ button to begin login when this screen appears. If you have multiple configurations, press the left analog stick or directional buttons ↑/↓ to select the configuration you want and press the ⊗ button.

AMPLITUDE ONLINE PLAY

CREATE/MODIFY NETWORK CONFIGURATION

You may need to change the settings for an existing network configuration or create a new one. Press the left analog stick or directional button ↓ to select CREATE/ MODIFY CONFIGURATION and press the ⊗ button to start the Network Configuration application. Wait briefly for the application to load and the Network Settings screen to display.

Note: Have your internet settings handy for reference.

- Press the directional buttons ↑/↓ to highlight an option or change a setting.
- Press the ⊗ button to select an option or confirm an entry.
- Press the directional button → to advance to the next screen.
- When changing numbers, press the directional button to highlight the field where you want to change a number and press the ⊗ button. Then press the directional buttons ↑/↓ to change the number.

On the Network Settings menu select what you want to do:

ADD SETTING

Use this if you want to create a new configuration. Previous configurations will remain unchanged.

EDIT SETTING

Make changes to an existing configuration.

DELETE SETTING

Remove a network configuration from the memory card.

TEST CONNECTION

Test your network configuration before beginning play.

Note: After creating or modifying your Network Configuration, press the ◉ button on the Network Configuration application main screen to go back to Amplitude or press the RESET button on your PlayStation 2 console.

GETTING ONLINE

After you have selected your Network Configuration, Amplitude will go online and you can create an account.

CREATE AN ACCOUNT AND LOG IN FOR THE FIRST TIME

Press the left analog stick or directional buttons ⬆/⬇ to select a field. Use a USB keyboard or the Virtual Keyboard to make entries. Press left analog stick or directional buttons ⬅/➡ to change a setting.

1. Select CREATE ACCOUNT and press the ⊗ button.

2. The current name of your FreQ will appear in the name entry field. If you want to change the name of your FreQ, you can do it now. When you are finished, press the left analog stick or directional button ⬇ to select the password field.

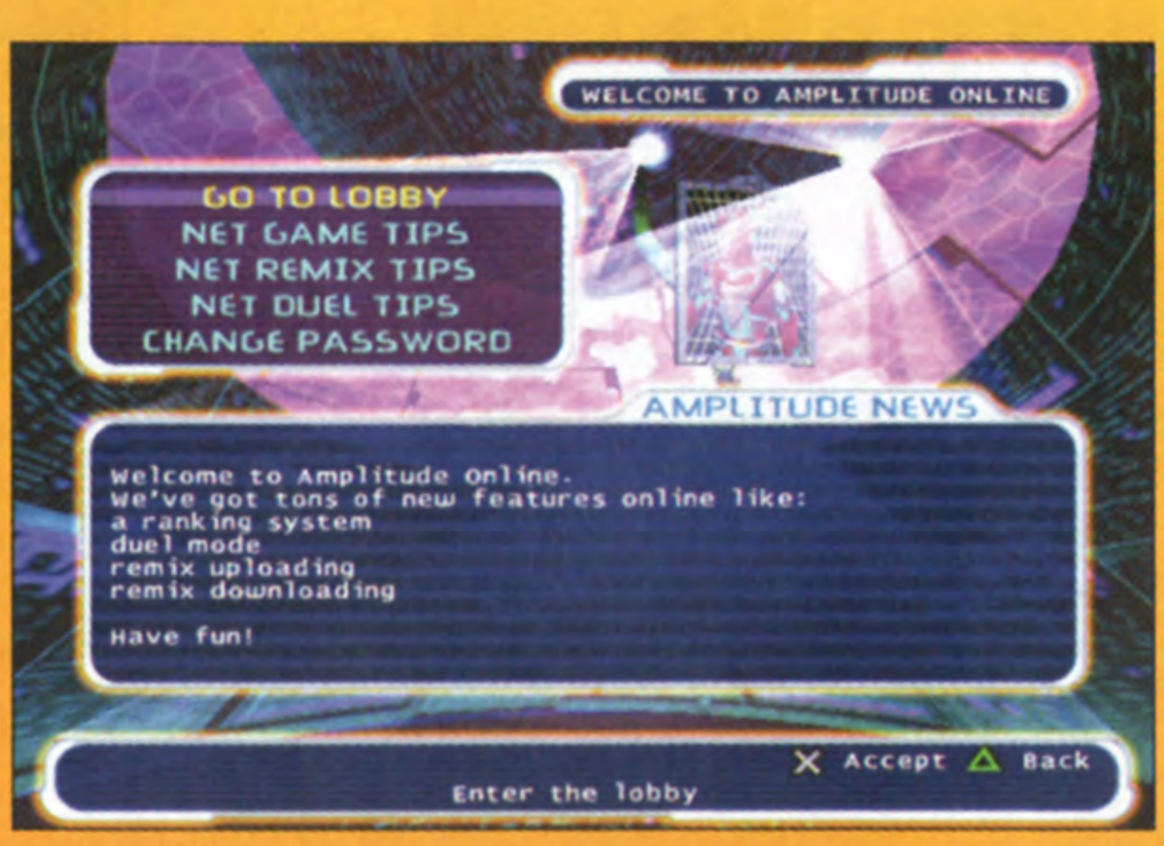
- Once you create an Amplitude Online account with a specific FreQ name, that name will become locked and you will not be able to change its name in any game mode.
- If you haven't logged in to your account in 90 days, it may be deleted.

3. Enter a password in the Password field and enter it again in the Confirm Password field. In the Save Password field toggle SAVE PASSWORD or DON'T SAVE PASSWORD. If you decide to save the password, it will be saved to the FreQ campaign on your memory card and used automatically each time you log in.
4. Select login and press the ⊗ button to log in.

LOGIN WHEN YOU ALREADY HAVE AN ACCOUNT

Once you have created an account with a specific FreQ campaign, the login process is quicker (especially if you selected the SAVE PASSWORD option when you created the account). Once you have selected the saved FreQ campaign, just press the ⊗ button to move through the Configuration and Login screens to the Welcome screen.

WELCOME SCREEN



When you login to Amplitude Online, the Welcome screen appears. View the News panel for late-breaking Amplitude information. Then select one of the following:

GO TO LOBBY

Select this to enter the Amplitude Online community where you can host or join games and chat with other FreQs, among other online features. See "The Lobby" on page 37 for more information.

NET TIPS

Get pointers on playing Online Game, Duel, and Remix modes.

AMPLITUDE ONLINE PLAY

ONLINE CHAT

Chat with other players from a lobby, a launchpad, or during Online Remix. Use a USB keyboard or the Virtual Keyboard (press the ◉ button to open the Virtual Keyboard). You can also use macros (preprogrammed messages) to quickly communicate with other online players. See "Virtual Keyboard for Chat and Data Entry" in the Controls section on page 7.

THE MACROS

Press an F-key on the keyboard to transmit these simple chat messages from the Virtual Keyboard or USB keyboard:

F1 – Hi Everyone!
F2 – 'Sup?
F3 – Want to play a game?
F4 – Want to duel?
F5 – Want to remix?
F6 – Mellow?
F7 – Normal?
F8 – Brutal?
F9 – Insane?
F10 – Good game!
F11 – Come join my game! I'm going to host!
F12 – Wish I had a USB keyboard...

ONLINE PLAYER STATS

As you move through Amplitude's online world, you can quickly size up other players by viewing key stats that appear with their FreQ name.

PLAYER COLOR

Player 1 – Green (the Host)
Player 2 – Purple
Player 3 – Red
Player 4 – Yellow

RANKING

Every online player is ranked. When you first begin online play your rank is "New". Once you have competed against 16 online opponents your rank will change to a numerical value. The top ranked player will be Number 1. Move up the ranks by beating players with a higher ranking than yours.

Note: To check out the hottest online players select RANKING on any Lobby screen.

GAMES

This shows how many online games the FreQ has played.

AMPLITUDE ONLINE PLAY

NET

If the player is online, the type of internet connection appears here. You'll see the word "Offline" when the player is not connected.

LAST LOGIN

Shows the date that the player last logged into Amplitude Online.

SOLO GAME PROGRESS ICON

The icon shows which difficulty level the FreQ has completed during offline Solo mode gameplay.

NONE

COMPLETED MELLOW

COMPLETED NORMAL

COMPLETED BRUTAL

COMPLETED INSANE

Note: The icon also appears next to your FreQ name for all saved campaigns. This allows you to see your progress when loading a specific FreQ campaign from your memory card.

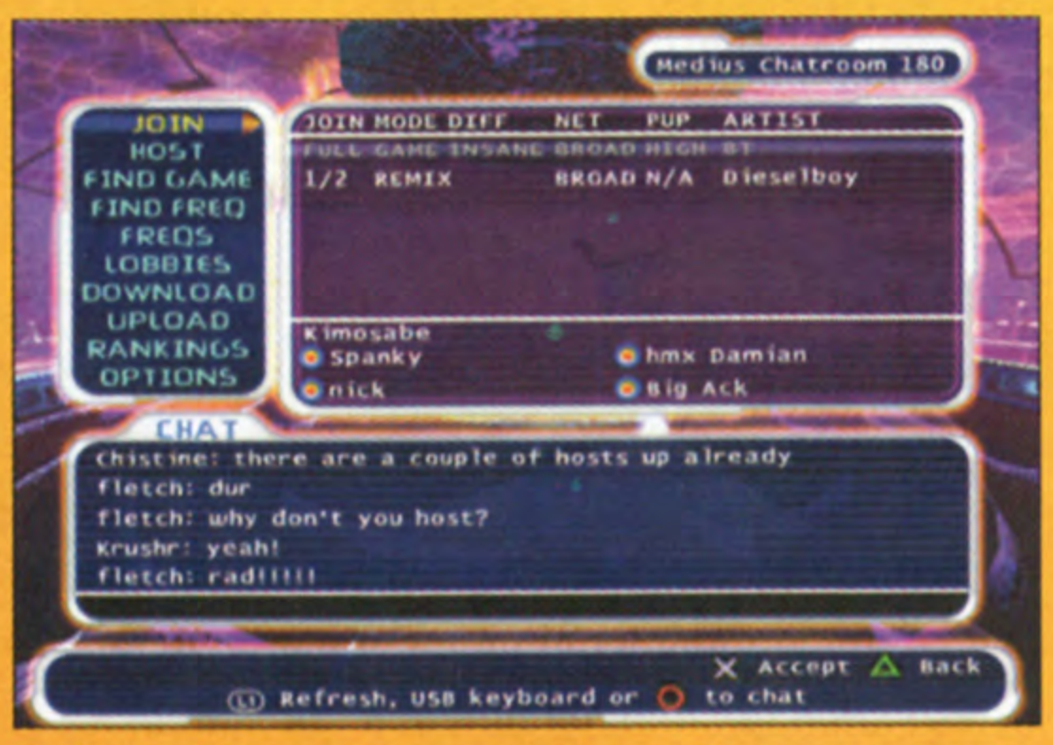
THE LOBBY

The Lobby is your next stop after the Amplitude Online Welcome screen. To see which lobby you are in at any time, look in the upper right corner of the screen.

From a Lobby you can:

- Join games.
- Host games.
- Find games based on your own custom parameters.
- Check out the rankings of other online FreQs.
- Find other FreQs online.
- Get info on other FreQs in your current lobby.
- Go to a different lobby.
- Download remixes from the Repository.
- Upload custom remixes to the Repository.
- Access the Options Screen.

AMPLITUDE ONLINE PLAY



JOIN

The Join panel contains games being hosted from this lobby and stats for each game. Press the left analog stick or directional button ➡ to select the Join list and ⬆/⬇ to scroll through the games. Press the L1 button to refresh the list for the most current information. Press the ⊗ button to join the selected game.

Join – Shows the number of players in the launchpad waiting for a game to begin. The word "Busy" tells you the game is in session.
Mode – Tells you that this is Game mode, Duel mode, or Remix mode play.
Diff – Shows the difficulty of the game.
PUP – Shows the Powerup density for each game.
Conn – Tells you that the Host's connection is through broadband or a modem.
Artist – This is the song to be played.
FreQ Data – Check the data below the games list for information on FreQs already in the Launchpad of the game you have highlighted.

HOST

Select this to host your own Game, Duel, or Remix session. When you have completed your hosting configuration, select HOST and press the ⊗ button to display the Host Launchpad.

Mode – Toggle to GAME, DUEL, or REMIX.
Difficulty – Set the difficulty.
Powerup – Set the Powerup density to HI, LOW, or OFF.
Players – Set the number of players from 2 to 4.
Artist – Press the left analog stick or directional button ➡ to highlight the Artist/Song panel. In the panel, select the song you want and press the ⊗ button. You can also host one of your own custom remixes and play it as a custom game. Select CUSTOM from the Artist list and select one of your remixes.

When you have finished your hosting configuration, select HOST and press the ⊗ button to display the Host Launchpad. See "The Launchpad" on page 40.

AMPLITUDE ONLINE PLAY

FIND GAME

This feature helps you set up a custom game search of all games currently hosted on Amplitude Online (not just those in your current lobby). Set your parameters and select SEARCH to display the hosted games that fit your requirements on the Game Search Results screen. Scroll down the results list to select the game you want to join and press the ⊗ button to join that game.

Note: Press L1 and L2 buttons to get the next page of games on the big list.

Mode – Select ANY, GAME, DUEL, or REMIX. If you select ANY you will see all currently hosted games of any kind.
Difficulty – Set the difficulty of the mode selected. This feature is not selectable if you are looking for a Remix session.
Artist – Search for a game featuring your favorite song. Press the left analog stick or directional button ➡ to highlight the Artist/Song panel and select any one of the 25 Amplitude songs.

FIND FREQ

If you want to track down a friend who is online, enter his or her FreQ name. The results screen will show you the FreQ's lobby location. If you want to go to your friend's lobby, select it and press the ⊗ button to switch lobbies.

FREQS

Get info on any FreQ in this lobby including Solo Game progress, online ranking, number of online games played, and type of internet connection this FreQ is using. Press the left analog stick or directional button ➡ to highlight the FreQ's panel and select the player you want. You can mute a FreQ so you don't see his or her chat messages by selecting the FreQ and pressing the ▣ button. See "Online Player Stats" on page 36.

AMPLITUDE ONLINE PLAY

LOBBIES

Press the left analog or directional button ➡ to highlight the available lobbies and select the lobby you want to go to by pressing the ⊗ button. A prompt will appear asking if you want to switch lobbies. Select YES and press the ⊗ button to enter the selected lobby.

DOWNLOAD AND UPLOAD

Select these to download and upload remixes from the Remix Repository. See "The Online Remix Repository" on page 43.

RANKINGS

Check out the opposition here. Every player is ranked except newbies. The condensed list shows the top ten players. Press the ⊗ button to display the expanded list. Press the left analog stick or directional buttons ⬆/⬇ to review the stats for each online player. See "Online Player Stats" on page 36.

Note: Press the L1 and L2 buttons to get the next page of players from the big list.

OPTIONS

Access your Options menu. See "Options" on page 10.

THE LAUNCHPAD

The Launchpad is where the Host and Guests hang out before the game begins.

- Only the host can launch gameplay.
- The Host launchpad contains functions not found on the Guest launchpad.
- The Host is the green player.
- You can chat with other players here until game launch.

LAUNCH (HOST ONLY)

Begin playing.

EDIT (HOST ONLY)

Select this to return to the Host Configuration screen and make changes. Other players will receive alerts in the chat field that the host is editing game parameters and when the host is finished.

SHARE (HOST ONLY)

Send your custom remixes to other players without actually playing a game. You can do this if you have selected a Custom Game from the Song/Artist panel. You can tag your remix as "Read Only" when prompted just prior to sharing. A "read only" file cannot be remixed again. It can only be played as a custom game or listened to via playback in Remix mode. When you share a file as host, the other players in the launchpad will be prompted to save your shared remix.

GAME DATA (GUEST ONLY)

View the game type, song, and difficulty level for the game.

PLAYER

Check out the other players. See "Online Player Stats" on page 36.

ABORT

Quit and exit the game.

BOOTING A PLAYER (HOST ONLY)

To boot a player from a launchpad, do the following:

With PLAYER selected, press the ⊗ button to highlight the player panel. Select the player you want to boot and press the ▣ button.

Note: You can also boot a player during a Remix session by selecting BOOT in the Effects panel and pressing the R3 button. Select the player you want to boot and press the R3 button again.

AMPLITUDE ONLINE PLAY

ONLINE GAMEPLAY

Online gameplay is the same as Multiplayer offline play with some exceptions listed below. Familiarize yourself with offline gameplay to have the best online experience.

ONLINE GAME MODE PLAY

- The camera view is closer to your ship and follows you around in Online Game mode.
- The score display is the same as in Solo play. The phrase score, streak multiplier, and streak arrows are all visible for your player only.
- Each player's active track panel is color-coded to your player color.

ONLINE DUEL MODE PLAY

In Online Duel mode, you won't hear your opponent pitching. So be ready to catch when it's your turn!

ONLINE REMIX MODE PLAY

- Only the Host can move back and forth between song sections. You can press the directional buttons ⬆/⬇ when you want to change tracks and a chat request will be sent to the host stating that you want to change sections.
- The BPM cannot be altered in an Online Remix.
- You can only lay down notes on your own track or erase your own track. But you can add effects to another player's track.
- You can chat with each other.
- The host decides when to complete the remix by pausing the game (START button) and selecting QUIT.
- When the host has quit, other players will have the option of saving a remix.
- If you are the host, you can boot a player during a remix session.

THE ONLINE REMIX REPOSITORY

The Remix Repository is Amplitude Online's library of remixes contributed by players and even the musical artists featured in the game. Share your music with others and download remixes for gameplay. You connect to the Repository through the DOWNLOAD and UPLOAD options on a Lobby screen when you are online. See "The Lobby" on page 37.

- Play downloaded remixes in Solo Game, Multiplayer Game and Online Game by selecting CUSTOM on the Select Difficulty screen and choosing the saved remix you want.
- Downloaded remixes are "read only" which means you cannot remix them again. You can load them in Remix mode for review only.

UPLOADING

1. From a Lobby screen select UPLOAD to display the list of remixes you have saved to your memory card.
2. Press the left analog stick or directional buttons ⬆/⬇ to highlight your saved remix and press the ⊗ button.
3. Using the virtual keyboard or a USB keyboard, enter a description of your remix.
4. Press the left analog stick or directional button ⬇ to select UPLOAD REMIX NOW and press the ⊗ button.

Notice: Users are only allowed one upload per day. All remixes uploaded will be reviewed. The best ones will be placed in the repository for players to download and checkout.

DOWNLOADING

1. From a Lobby screen select DOWNLOAD to display the remixes available for download.
2. Press the left analog stick or directional buttons ⬆/⬇ to scroll through the remix listing.
3. Press the ⊗ button to download the highlighted remix to your memory card.

The notes for the highlighted remix include creator comments, music type, tempo (BPM), creation date and time, file type (read only), the name of the creator, and the difficulty rating.

- The title for each remix is created by the player who made it.
- To toggle between the remix notations and the band, press the ◉ button.

THE SOUNDTRACK

If you just want to listen to the Amplitude music, come here. You can play Redbook Audio CD tracks of the songs in the game after you beat them in Solo Game mode.

To open the Soundtrack screen:
1. On the Main Menu select SOLO.
2. Make a FreQ selection.
3. On the Solo Select Mode screen, select SOUNDTRACK.

SOUNDTRACK PLAY OPTIONS

CREATE A PLAYLIST

1. On the Soundtrack Menu select CREATE PLAYLIST.
2. Press the left analog stick or directional buttons ←/→ to highlight MY LIST.
3. Press the left analog stick or directional buttons ↑/↓ to highlight a song and press the ■ button to toggle your selected track ON/OFF of your playlist.

PLAY IN ORDER

After creating your playlist, select this to play your songs in order.

PLAY RANDOM

After creating your playlist, select this to play your songs in random order.

GAMEPLAY TIPS

Here are some winning tips or ways to get the most out of Amplitude.

- Thumbs are slow. Use multiple fingers to blast notes. Review "Blasting the Notes"on page 7 to help you find the best method or change your controller configuration.
- Use your powerups strategically. Hold onto Auto Blaster or Slo Mo until you need it for a real complex track. In Multiplayer games, deliver the Crippler to an opponent when he or she is about to attempt a challenging stretch of track. They won't have a chance.
- Use Practice mode to work on difficult patterns. Then take on the song for real.
- Practice different routes through a song. Sometimes moving right to left will get a better score than moving left to right.
- If you are new to Remix mode, get your feet wet with 2-player remixes.
- The best way to raise your online ranking is by beating the most highly ranked players.

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CREDITS

AMPLITUDE MUSIC CREDITS

"Baseline"

Performed by Quarashi
Written by Sölvi Blöndal, Omar Orn Hauksson and Hussi Olafsson © 2001 EMI April Music, Inc. and Switchstance [ASCAP] All rights for Switchstance controlled and administered by EMI April Music, Inc. [ASCAP]
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"Boom!" (The Crystal Method Remix)

Performed by P.O.D.
Written by Noah Bernardo, Marcos Curiel, Mark Daniels and Paul Sandoval
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(p) 2001 Atlantic Recording Corp. Produced under license from Atlantic Recording Corp. by arrangement with Warner Special Products

"Cherry Lips (Go Baby Go!)"

Performed by Garbage
Words and music by Douglas Elwin Erickson, Shirley Ann Manson, Steve W. Marker and Bryan David Vig
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Written by Kasson Crooker [BMI] / Naoko Takamoto
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"Dope Nose"

Performed by Weezer
Written by Rivers Cuomo
Published by E.O. Smith Music and administered by Wixen Music Publishing
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"Everyone Says 'Hi'" (Metro Remix)

Performed and written by David Bowie
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"I Am Hated"

Performed by Slipknot
By M. Shawn Crahan, Christopher Fehn, Paul Gray, Craig Jones, Nathan Jordison, James Root, Corey Taylor, Mickael Thomson and Sidney Wilson
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"Kimosabe"

Performed by BT
Written, produced and arranged by BT
Vocals by Wild Child
Published by Embrace the Future Music [BMI]
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"King Of Rock"

Performed by Run D.M.C.
Remixed by The X-Ecutioners
Written by Larry Smith, Joseph Simmons and Darryl McDaniels
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"M-80 (Explosive Energy Movement)"

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"Nitro Narcosis"

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"Out The Box"

Performed by Symbion Project and Akrobatik
Vocals by Jared Bridgeman
Written by Kasson Crooker [BMI]
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"Push"

Performed by Game Boyz
Produced by Ged Grimes
Written by Ged Grimes and Kit Clark
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"Respect"

Performed by Pink
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Performed by Komputer Kontroller
Written by Kasson Crooker [BMI]
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"The Rock Show"

Performed by blink 182
Written by Tom DeLonge, Mark Hoppus and Travis Barker
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"Rockit 2.002"

Performed by Herbie Hancock featuring Mix Master Mike, DXT, Rob Swift, DJ Qbert, Babu and Faust & Shortee
Written by Herbie Hancock, Michael Beinhorn and Bill Laswell
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"RockStar"

Performed by Production Club
Produced by Wally Gagel
Written by Wally Gagel and Scott Benzel
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Performed by Chris Child and Melissa R. Kaplan
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"Spaztik"

Performed by Cosmonaut Zero
Written by Kasson Crooker [BMI]
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"Subculture" (Dieselboy + Kaos Rock Remix)

Performed by Styles of Beyond featuring Actual Proof
Written by T. Bashir, R. Maginn, M. Richardson and C. Fisher © & (p) 2002 The Greenwich Music Group, Inc.

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"Synthesized"

Performed by Symbion Project
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"Uptown Saturday Night"

Performed by Logan 7
Produced by Pop Rox
Words and music by Sam Hollander and David Schommer
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Performed by The Baldwin Brothers
Written by Jason Hinkle and T.J. Widner
Published by TVT Music, Inc. [ASCAP] / Baldwinstyle
(p) 2002 TVT Records

"What's Going On?"

Performed by Mekon featuring Roxanne Shanté
Produced by John Gosling / additional engineering by Tim Conklin Written by John Gosling and Lolita Gooden
Published by Chrysalis Music Limited and Mytukidz Publishing [ASCAP]
Taken from the album "Relax With Mekon"
(p) 2000 Wall of Sound Recordings
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NOTES

NOTES

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